MISSION SCENARIO
LIVING ARTILLERY

As part of the defensive cordon established by the Ultramarines Chapter, Squad Octavian found itself in the midst of the Ultramarine battle line facing significant Tyranid forces. The Space Marines attempted to keep the alien hordes at bay and deny the Great Devourer further gains on the surface of Macragge. As the fighting reached its peak on the surface, the Ultramarines and Tyranids fought a series of desperate battles. Both sides competed to gain ground. This clash between Sergeant Octavian's squad and the menacing Tyranid force is just one of those tense and hard-fought encounters.

OBJECTIVES

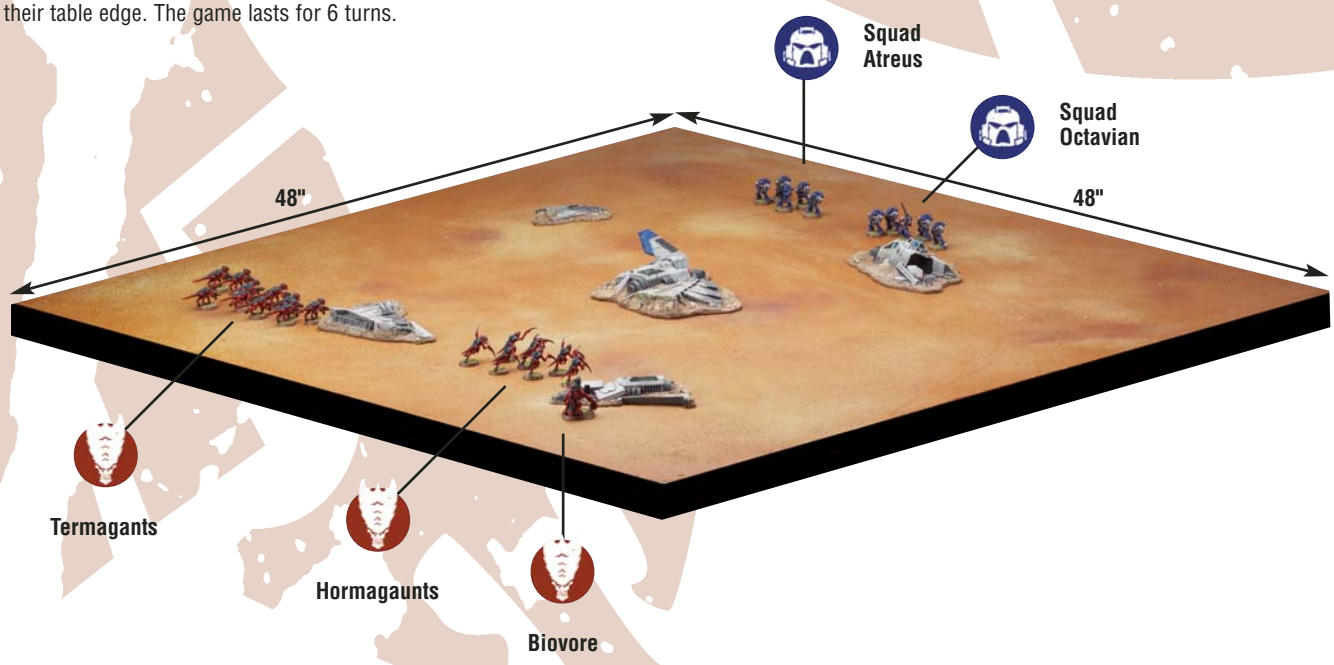
Ultramarines win if the Ultramarine player has at least one scoring unit within 3" of the fusion core wreckage section, and there are no scoring Tyranid units within 3" of it.

Tyranids win if the Tyranid player has at least one scoring unit within 3" of the fusion core wreckage section, and there are no scoring Ultramarine units within 3" of it.

The mission is a draw if neither player has or both players have scoring units within 3" of the objective.

SET UP

Set up a board 48" x 48". Place the wreckage section with the fusion core in the center of the board. Both players should roll a D6. Beginning with the player with the highest result, the players then alternate placing the remainder of the wreckage on the board. Both players should roll a D6. The player with the highest result chooses his table edge. Beginning with the Tyranid player, both players alternate placing units within 12" of their table edge. The game lasts for 6 turns.



SCORING UNITS

Scoring units are those that are in a position to claim an objective or contest a pivotal area on the battlefield at the end of the game. Any infantry unit that has at least 50% of its starting number still alive is a scoring unit. More information can be found about scoring units on p. 85 of the Warhammer 40,000 rulebook.

FORCES

Ultramarines Squad Octavian – Sergeant Octavian, one flamer, three bolters

Squad Atreus – one missile launcher, four bolters

Tyranids 10 Termagants

8 Hormagaunts

1 Biovore

ULTRAMARINES RULES

Squads Octavian & Atreus. These models move, shoot, and assault exactly as in previous missions.

Shooting the Biovore. The Biovore can be targeted by shooting in the same way as any other unit. Space Marines with bolters will hit the Biovore on the result of a 3+ and wound it on subsequent rolls of a 4+. The Biovore gets no armor save against bolters but may take cover saves (providing it is in or touching any wreckage piece) on a 5+. The flamer will hit the Biovore as long as any part of the template touches it. The Biovore is wounded by the flamer on a 4+. Remember, models cannot take cover saves against the flamer. The missile launcher will hit the Biovore on a 3+ as usual. A frag missile will require a 4+ to wound, while a krak missile will only need a 2+. The Biovore can suffer 2 Wounds before it is destroyed, unless wounded by a krak missile, in which case, it is slain outright. The Biovore may take cover saves against the missile launcher as normal.

Assaulting the Biovore. As long as they have not fired their bolters or missile launcher in the Shooting Phase, Ultramarines may assault the Biovore. The Space Marines will strike first and require a 3+ to hit and a 4+ to wound. The Biovore has no armor save. If it survives, the Biovore will strike back with 1 Attack that hits on a 4+ and wounds on a 5+. Ultramarines may take their normal 3+ armor saves against this Attack.

TYRANIDS RULES

Termagants, Spore Mines, and Hormagaunts. These models act as described in previous missions in the Battle for Macragge.

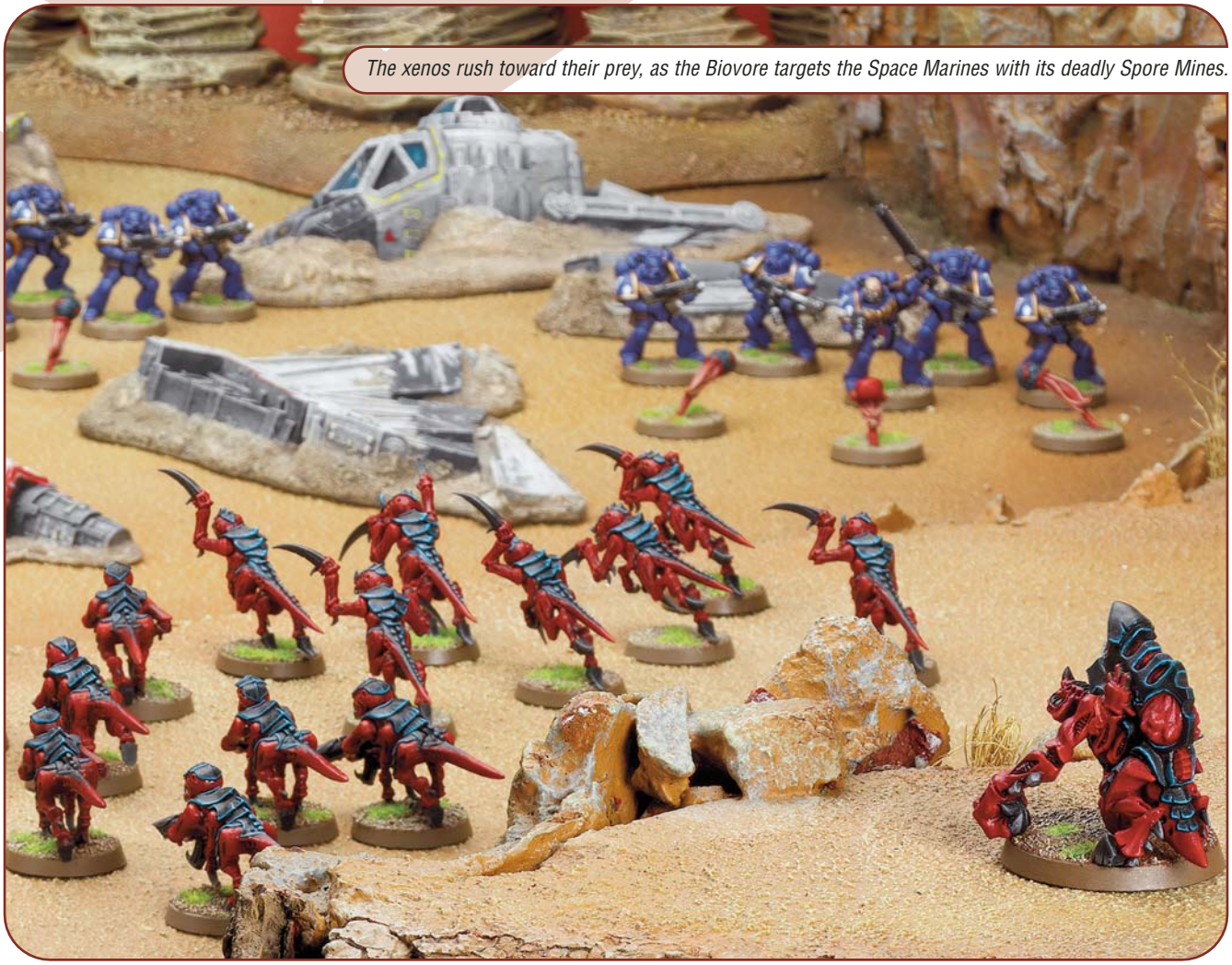
Moving the Biovore. The Biovore can move 6" in the Movement Phase. If it wishes to move across wreckage, roll 3D6 and take the highest score as its maximum move that turn.

Shooting with the Biovore. If it has not moved that turn, the Biovore can launch a Spore Mine in the Shooting Phase. The Biovore has a maximum range of 48". Place the Spore Mine on its intended target and then roll the Scatter Die and 2D6.

If an arrow is rolled on the Scatter Die, move the Spore Mine the distance rolled in the direction indicated. If a hit is rolled, the Spore Mine is bang on target and doesn't scatter. The final location of the Spore Mine represents where it lands. If it lands touching an Ultramarine model, the Spore Mine detonates immediately per the normal rules.

If a representative model is available, the Biovore can fire any kind of Spore Mine.

Living Artillery. Biovores are created with the sole purpose of bombarding the enemy. Regardless of the mission, Biovores can never claim objectives and are never a scoring unit.



The xenos rush toward their prey, as the Biovore targets the Space Marines with its deadly Spore Mines.